
Subject: Non case-sensitive chat commands?

Posted by [a000clown](#) on Sun, 18 Jan 2009 05:02:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

So I have the most basic of chat commands:

```
class ExampleChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    Send_Message(255,255,255,StrFormat("Example.").c_str());
}
};
ChatCommandRegistrant<ExampleChatCommand>
ExampleChatCommandReg("!example;!EXAMPLE",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

!example works

!EXAMPLE works

But what if I was typing fast and did !Example

I've been searching for a way to disable case-sensitivity for awhile but haven't found anything useful yet.

Any pointers would help a lot.

Subject: Re: Non case-sensitive chat commands?

Posted by [Genesis2001](#) on Sun, 18 Jan 2009 05:42:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Use the native chat hook ssgm provides and sscanf/strcmp/stricmp parse it.

```
char Command[80], params[256];
if (sscanf(Message, "%s %s", &Command, &params) == 0) // granted not 100% sure how to grab
anything after the first request...
{
    if (stricmp(Command, "!test") == 0) // could be strcmp for case in-sensitive matches, but then
again...not sure
    {
        // do stuffz
    }
}
```

pokes RoShamBo the mentor lol

Subject: Re: Non case-sensitive chat commands?

Posted by [jnz](#) on Sun, 18 Jan 2009 13:12:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
char Command[80], params[256];
*params = 0;

char msg[256];
strcpy(msg, "msg !test called with: ");
if (sscanf(Message, "%s %[^\\n]", Command, params) != 0)
{
    if (stricmp(Command, "!test") == 0)
    {
        if(*params != 0)
        {
            strcat(msg, params);
        }
        else
        {
            strcat(msg, "no params")
        }
        Console_Input(msg);
    }
}
```

Subject: Re: Non case-sensitive chat commands?
Posted by [a000clown](#) on Sun, 18 Jan 2009 13:44:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah, didn't expect solutions so soon, I should have asked months ago

Thanks guys

Subject: Re: Non case-sensitive chat commands?
Posted by [Genesis2001](#) on Mon, 19 Jan 2009 02:59:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

RoShamBo wrote on Sun, 18 January 2009 06:12char Command[80], params[256];
*params = 0;

```
char msg[256];
strcpy(msg, "msg !test called with: ");
if (sscanf(Message, "%s %[^\\n]", Command, params) != 0)
{
    if (stricmp(Command, "!test") == 0)
    {
```

```

    if(*params != 0)
    {
        strcat(msg, params);
    }
    else
    {
        strcat(msg, "no params")
    }
    Console_Input(msg);
}
}

```

Thanks to you too for correcting me!

Subject: Re: Non case-sensitive chat commands?
 Posted by [jnz](#) on Mon, 19 Jan 2009 12:10:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

In sscanf, %[] means "everything" the '^' character means "except this"

%[^g] would mean everything except 'g' %[\n] means everything except '\n'. You can also combine them, %[^ngasd] "everything except '\n','g','a','s','d'"

If you don't have the '^' character you can use it to match "specific" characters.

%[abcd] would only match 'a','b','c','d'

%s in sscanf means a word, so it will stop reading when it meets whitespace or a newline. Not sure on the exact characters it actually reads.

scanf returns the number of variables matched, so we want 2 vars out of the string, we use == 2 or >1 to make sure it succeeded.

Lastly, whitespace in the format string means "whitespace" and not a single space.

```
sscanf("hello world!", "%s %s", hello, world) //fill hello and world
```

This applies to everything

```
sscanf("123 321", "%d %d", &i, &u) //123 321
```

stricmp is non-case sensitive.
